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1 Shape-based retrieval and analysis of 3D models   ■

Thomas Funkhouser, Michael Kazhdan
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: 🔲 pdf(12.56 MB)   Additional Information: full citation, abstract

> Large repositories of 3D data are rapidly becoming available in several fields, including mechanical CAD, molecular biology, and computer graphics. As the number of 3D models grows, there is an increasing need for computer algorithms to help people find the interesting ones and discover relationships between them. Unfortunately, traditional text-based search techniques are not always effective for 3D models, especially when queries are geometric in nature (e.g., find me objects that fit into thi ...

2 AI and computational logic and image analysis (AI): Symbol representation in map   ■
image compression

Akimov Alexander, Pasi Fränti
March 2004 **Proceedings of the 2004 ACM symposium on Applied computing**
Publisher: ACM Press
Full text available: 🔲 pdf(536.30 KB)   Additional Information: full citation, abstract, references, index terms

> We propose map image compression system, in which we separate text and symbol information from the rest of the data. The text and other symbols are stored as one bitmap for each symbol into a dictionary. The technical challenge of the work is to convert the symbol data directly to output format similar to that of the JBIG2 standard. In this way, the text elements and special symbols are compressed more efficiently but we still have the maps in compatible raster image format.

> **Keywords:** compression, map images, navigation, symbol representation

3 GPGPU: general purpose computation on graphics hardware   ■

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: 🔲 pdf(63.03 MB)   Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

4 Status report of the graphic standards planning committee

Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3

Publisher: ACM Press

Full text available: pdf(15.01 MB)   Additional Information: full citation, references, citings

5 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.39 MB)   Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

6 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.22 MB)   Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

7 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available: pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

8   Research sessions: XML PubSub and indexing: Implementing a scalable XML publish/subscribe system using relational database systems

Feng Tian, Berthold Reinwald, Hamid Pirahesh, Tobias Mayr, Jussi Myllymaki

June 2004   **Proceedings of the 2004 ACM SIGMOD international conference on Management of data**

Publisher: ACM Press

Full text available: pdf(131.45 KB)   Additional Information: full citation, abstract, references

> An XML publish/subscribe system needs to match many XPath queries (subscriptions) over published XML documents. The performance and scalability of the matching algorithm is essential for the system when the number of XPath subscriptions is large. Earlier solutions to this problem usually built large finite state automata for all the XPath subscriptions in memory. The scalability of this approach is limited by the amount of available physical memory. In this paper, we propose an implementation th ...

9   Converting a textbook to hypertext

Roy Rada

July 1992   **ACM Transactions on Information Systems (TOIS)**, Volume 10 Issue 3

Publisher: ACM Press

Full text available: pdf(1.46 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

> Traditional documents may be transformed into hypertext by first reflecting the document's logical markup in the hypertext (producing first-order hypertext) and then by adding links not evident in the document markup (producing second-order hypertext). In our transformation of a textbook to hypertext, the textbook is placed in an intermediate form based on a semantic net and is then placed into the four hypertext systems: Emacs-Info, Guide, HyperTies, and Super-Book. The first-order Guide a ...

> **Keywords**: document markup, electronic publishing, human-computer interaction, hypermedia models

10   Real-time volume graphics

Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf

August 2004   **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.63 MB)   Additional Information: full citation, abstract

> The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

11   Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004   **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.07 MB)   Additional Information: full citation, abstract

> Level set methods, an important class of partial differential equation (PDE) methods,

define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

12 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB)   Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

13 Text-hypertext mutual conversion and hypertext interchange through SGML

Min Zheng, Roy Rada

December 1993 **Proceedings of the second international conference on Information and knowledge management**

Publisher: ACM Press

Full text available: pdf(958.14 KB)   Additional Information: full citation, references, index terms

14 Cliché-based program editors

Richard C. Waters

January 1994 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 16 Issue 1

Publisher: ACM Press

Full text available: pdf(3.22 MB)   Additional Information: full citation, references, citings, index terms, review

Keywords: abstract syntax tree schemas, computer-aided software engineering (CASE), plan diagrams, reuse

15 The CHI '95 conference electronic publication: introduction to an experiment

Robert Mack, Linn Marks, Dave Collins, Keith Instone

April 1996 **ACM SIGCHI Bulletin**, Volume 28 Issue 2

Publisher: ACM Press

Full text available: pdf(1.57 MB)   Additional Information: full citation, index terms

16 Revised report on the algorithmic language scheme

J Rees, W Clinger

December 1986 **ACM SIGPLAN Notices**, Volume 21 Issue 12

Publisher: ACM Press

Full text available: 📄 pdf(4.06 MB)   Additional Information: <u>full citation</u>, <u>citings</u>, <u>index terms</u>

17 <u>Self-indexing inverted files for fast text retrieval</u>   ■

Alistair Moffat, Justin Zobel
October 1996 **ACM Transactions on Information Systems (TOIS)**, Volume 14 Issue 4
Publisher: ACM Press

Full text available: 📄 pdf(484.52 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Query-processing costs on large text databases are dominated by the need to retrieve and scan the inverted list of each query term. Retrieval time for inverted lists can be greatly reduced by the use of compression, but this adds to the CPU time required. Here we show that the CPU component of query response time for conjunctive Boolean queries and for informal ranked queries can be similarly reduced, at little cost in terms of storage, by the inclusion of an internal index in each compress ...

18 <u>Anatomy of a native XML base management system</u>   ■

T. Fiebig, S. Helmer, C.-C. Kanne, G. Moerkotte, J. Neumann, R. Schiele, T. Westmann
December 2002 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 11 Issue 4
Publisher: Springer-Verlag New York, Inc.
Full text available: 📄 pdf(300.97 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>citings</u>, <u>index terms</u>

Several alternatives to manage large XML document collections exist, ranging from file systems over relational or other database systems to specifically tailored XML base management systems. In this paper we give a tour of Natix, a database management system designed from scratch for storing and processing XML data. Contrary to the common belief that management of XML data is just another application for traditional databases like relational systems, we illustrate how almost every component in a ...

Keywords: Database, XML

19 <u>Proceedings of the SIGNUM conference on the programming environment for development of numerical software</u>   ■

March 1979 **ACM SIGNUM Newsletter**, Volume 14 Issue 1
Publisher: ACM Press
Full text available: 📄 pdf(5.02 MB)   Additional Information: <u>full citation</u>

20 <u>Problems, Exams, and Projects: Computer systems U302</u>   ■

Robert E. Rood
December 1972 **ACM SIGCSE Bulletin**, Volume 4 Issue 4
Publisher: ACM Press
Full text available: 📄 pdf(918.88 KB)   Additional Information: <u>full citation</u>

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L3	651	1 and 2	US-PGPUB; USPAT	OR	ON	2006/01/27 11:10
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S44	1028	(715/530).CCLS.	US-PGPUB; USPAT	OR	OFF	2006/01/25 11:25